AMENDMENT AND PRESENTATION OF CLAIMS

Please replace all prior claims in the present application with the following claims.

1.   (Currently Amended)   A mobile terminal comprising:

a processor <u>coupled to a transceiver and</u> configured to process a <u>captured speech and</u> game data, and support controlling of a game through the game data or captured speech <u>processing</u>, wherein the captured speech is transferred to the another mobile terminal through a radio connection <u>using the transceiver</u>, and the game data is independent from the captured speech.

2.   (Previously Presented)   The apparatus of claim 49, wherein the apparatus is further caused to determine to transfer the game data as in-band signaling in a speech channel of a radio connection established between the mobile terminal and the another mobile terminal.

3.   (Previously Presented)   The apparatus of claim 49, wherein the apparatus is further caused to determine to transfer the captured speech and the game data in a packet-switched data channel of a radio connection established between the mobile terminal and the another mobile terminal.

4.   (Previously Presented)   The apparatus of claim 49, wherein the apparatus is further caused to determine to transfer the first captured speech and the game data in a circuit-switched data channel of a radio connection established between the mobile terminal and the another mobile terminal.

5.   (Previously Presented) The apparatus of claim 49, wherein a radio connection, established between the mobile terminal and the another mobile terminal, radio connection comprises a dual transfer mode (DTM) radio connection.

6.   (Previously Presented) The apparatus of claim 5, wherein the game data is transferred utilizing a general packet radio service transparent transport protocol (GTTP).

7.   (Previously Presented) The apparatus of claim 6, wherein the processor is further configured to check one or more delay requirements of the game data to determine whether to transfer the game data utilizing the GTTP.

8.   (Previously Presented) The apparatus of claim 6, wherein the processor is further configured to check a volume of the game data to determine whether to transfer the game data utilizing GTTP.

9.   (Previously Presented) The apparatus of claim 6, wherein the processor is further configured to check a block size of the game data to determine whether to transfer the game data utilizing GTTP.

10.   (Previously Presented) The apparatus of claim 5, wherein the game data is transferred utilizing a signaling resource of the DTM radio connection.

11.   (Previously Presented) The apparatus of claim 10, wherein the signaling resource comprises a packet flow context (PFC) defined for the signaling.

12.   (Previously Presented) The apparatus of claim 5, wherein the game data is transferred utilizing a gaming specific resource of the DTM radio connection.

13.   (Previously Presented) The apparatus of claim 12, wherein the gaming specific resource comprises a packet flow context (PFC) defined by one or more gaming specific quality of service attributes.

14.   (Previously Presented) The apparatus of claim 12, wherein the gaming specific resource comprises a temporary block flow (TBF) defined by one or more gaming specific quality of service attributes.

15.   (Currently Amended) A method comprising:

determining to capture a first speech at a mobile terminal;

determining to transfer the captured speech from the mobile terminal to another mobile terminal;

determining to transfer the game data between the mobile terminal and the another mobile terminal, the game data being independent from the first captured speech;

configuring a processor in the mobile terminal to process a captured speech and game data, said processor being coupled to a transceiver in the mobile terminal for supporting control of a game through the game data or the first captured speech processing; and

receiving at the mobile terminal a second speech captured by the another mobile terminal.

16.   (Previously Presented)   The method of claim 15, wherein the method further comprises: determining to transfer the game data as in-band signaling in a speech channel of a

radio connection established between the mobile terminal and the another mobile terminal, while the speech channel is transferring the first captured speech, the second captured speech, or a combination thereof.

17.   (Previously Presented) The method of claim 15, wherein the method further comprises: determining to transfer the first captured speech and the game data in a packet-switched data channel of a radio connection established between the mobile terminal and the another mobile terminal.

18.   (Previously Presented) The method of claim 15, wherein the method further comprises: determining to transfer the first captured speech and the game data in a circuit-switched data channel of a radio connection established between the mobile terminal and the another mobile terminal.

19.   (Previously Presented) The method of claim 15, wherein a radio connection, established between the mobile terminal and the another mobile terminal, comprises a dual transfer mode (DTM).

20.   (Previously Presented) The method of claim 19, wherein the method further comprises: transferring the game data utilizing a general packet radio service transparent transport protocol (GTTP).

21.   (Previously Presented) The method of claim 20, wherein the method further comprises: checking one or more delay requirements of the game data; and

determining to transfer the game data utilizing the GTTP, if the one or more delay requirements meet a predetermined minimum delay limit.

22.   (Previously Presented) The method of claim 20, wherein the method further comprises:

checking a volume of the game data; and

determining to transfer the game data utilizing GTTP, if the volume meets a predetermined minimum volume limit.

23.   (Previously Presented) The method of claim 20, wherein the method further comprises:

checking a block size of the game data; and

determining to transfer the game data utilizing GTTP, if the block size meets a predetermined minimum block size limit.

24.   (Previously Presented)   The method of claim 19, wherein the method further comprises:

determining to transfer the game data utilizing a signaling resource of the DTM radio connection.

25.   (Previously Presented) The method of claim 24, wherein the signaling resource comprises a packet flow context (PFC) defined for the signaling.

26.   (Previously Presented) The method of claim 19, wherein the method further comprises:

determining to transfer the game data utilizing a gaming specific resource of the DTM radio connection.

27.   (Previously Presented)   The method of claim 26, wherein the gaming specific resource comprises a packet flow context (PFC) defined by one or more gaming specific quality of service attributes.

28.   (Previously Presented)   The method of claim 26, wherein the one or more gaming specific resource comprises a temporary block flow (TBF) Previously Presented defined by gaming specific quality of service attributes.

29.   (Canceled)

30.   (Currently Amended) A network element comprising:

a radio transceiver configured to transfer captured speech and game data in a dual transfer mode (DTM) radio connection, the game data being independent from the captured speech; and

a processor coupled to the radio transceiver, configured to transfer the captured speech and the game data between a mobile terminal and another mobile terminal through the radio connection, wherein the processor is further configured to process a captured speech and game data, and support controlling of a game through the game data or captured speech processing.

31-34.   (Canceled)

35.   (Previously Presented)   The network element of claim 30, wherein the processor and the transceiver are further configured to transfer the game data utilizing a general packet radio service transparent transport protocol (GTTP).

36.   (Previously Presented)   The network element of claim 35, wherein the processor is further configured to check one or more delay requirements of the game data to determine whether to transfer the game data utilizing the GTTP.

37.   (Previously Presented)   The network element of claim 35, wherein the processor is further configured to check a volume of the game data to determine whether to transfer the game data utilizing GTTP.

38.   (Previously Presented)   The network element of claim 35, wherein the processor is further configured to check a block size of the game data to determine whether to transfer the game data utilizing GTTP.

39.   (Previously Presented)   The network element of claim 35, wherein the game data is transferred utilizing a signaling resource of the DTM radio connection.

40.   (Previously Presented)   The network element of claim 39, wherein the signaling resource comprises a packet flow context (PFC) defined for the signaling.

41.   (Previously Presented)   The network element of claim 30, wherein the game data is transferred utilizing a gaming specific resource of the DTM radio connection.

42.   (Previously Presented)   The network element of claim 41, wherein the gaming specific resource comprises a packet flow context (PFC) defined by one or more gaming specific quality of service attributes.

43.   (Previously Presented)   The network element of claim 41, wherein the gaming specific resource comprises a temporary block flow (TBF) defined by one or more gaming specific quality of service attributes.

44.   (Canceled)

45.   (Previously Presented)   The method of claim 15, wherein the first captured speech and the second captured speech are transferred without going through a game server.

46.   (Previously Presented)   The method of claim 15, further comprising:

processing the game data and the second captured speech at the mobile terminal; and

determining to reproduce at the mobile terminal audio part of the game data and the second
    captured speech.

47.   (Previously Presented)   The method of claim 46, wherein the audio part of the game data includes one or more game commands.

48.   (Previously Presented)   The method of claim 15, wherein the first captured speech is associated with a user of the mobile terminal and the second captured speech is associated with another user of the another mobile terminal.

49.   (Currently Amended)   An apparatus comprising:

at least one processor; and

at least one memory including computer program code for one or more programs,

the at least one memory and the computer program code configured to, with the at least one

    processor, cause the apparatus to perform at least the following:~~;~~

    determine to capture a first speech at a mobile terminal;

    determine to transfer the first captured speech to another mobile terminal;

    determine to transfer the game data to the another apparatus, the game data being

        independent from the first captured speech;

    <u>configure the processor coupled to a transceiver to process a captured speech and game</u>

        <u>data, and to</u> support control of a game through the game data or ~~the~~ first captured

        speech <u>processing</u>; and

    receive a second speech captured by the another mobile terminal.